



Salina

Parks & Recreation

16 & Over Softball League Rules

All rules & interpretations will be covered under the Amateur Softball Association (ASA) with the following emphasis and exceptions listed below. The Athletic Supervisor and the Youth Softball Committee set the rules and reserve the right to interpret the rules in the best interest of the Salina Parks & Recreation's Softball League.

1. PURPOSE OF THE 16 & OVER SOFTBALL LEAGUE: To provide an opportunity for individuals, of any skill level, who wish to play softball under proper supervision. The program stresses sportsmanship and character development. Softball skills are to be developed while maintaining an appreciation for clean, friendly competition and a true spirit of cooperation between sponsors, managers, players, parents/spectators and league officials.

2. ORGANIZATION - Leagues will be organized by the Recreation office consisting of four teams, playing double-header schedules. All leagues will have a 12-game schedule played at KSU Salina Thaumert Field. League will be organized as follows:

- a) **Minimum Age:** Minimum age is 15. Must have been enrolled in high school for the 2012-2013 school year and have played on the varsity or junior varsity team for the high school.
- b) **Challenged:** Physically or mentally challenged players will be considered to be placed in a lower age group by the Athletic Supervisor on a case-by-case basis.

TEAM REGISTRATION: Teams inside and outside the City of Salina are welcome to participate in Salina Parks & Recreation leagues.

- b) **Minimum Players:** Teams must carry a minimum of 10 players on their roster.
- c) **Maximum Players:** Teams may carry a maximum of 15 players on their roster. More than 15 players must be approved by Athletic Supervisor.
- d) **Adding Players:** From games 1-5, players may be added and dropped. After the 5th game, no changes can be made to the roster.
- e) **Transferring Players:** Transfers from one team to another in the same league will not be permitted.
- f) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated and the player will be ineligible for the remainder of the season.
- g) **False Information:** Coaches guilty of recording false information on rosters will be suspended for the season.

EQUIPMENT:

- a) **Uniforms:** Shirts, shorts or pants must be worn. Recreation leagues do not require uniforms that are alike. Absolutely no derogatory wording on uniforms!
- b) **Jewelry:** Exposed jewelry (necklaces, watches, bracelets, earrings, etc), must be removed and may not be worn during the game. Medical alert or religious medals are not considered jewelry and must be taped.
- c) **Shoes:** Shoes must be worn. Cleats are recommended, but not required. Steel cleats are allowed to be worn.

- d) **Gloves:** Gloves may be one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game.
- e) **Helmets:** All batters and base runners shall wear a helmet with double ear flaps while on the playing field and dead ball situations. In addition, fast pitch leagues require a face mask & chin straps. Refusal to wear such equipment will cause the batter or base runner to be declared "out."
- f) **Catchers:** Catchers MUST wear a protective helmet, mask with throat protector, body protector, and shin guards which offer protection to the knee caps during all practices and games. An extended wire protector may be worn in lieu of an attached throat protector. The hockey style face mask with extended protector is approved. Anyone under the age of 18 must wear a protective mask with throat guard when warming up a pitcher on or off the field.
- g) **Bats:** The ASA Non-Approved Bat List. The list is located at www.kasasoftball.org (Subject to change at any time!) Any bat deemed illegal because of cracks, spurs or dents will be removed from the game. Any player using an altered bat, the player and the bat will be ejected from the game.
- h) **Balls:** The "Home Team" shall provide two (2) new, **optic colored**, leather covered softballs of good quality, uniform size and weight. No synthetic covered balls are allowed. As additional balls are needed, the "Home Team" shall provide them. At the end of the game, return all remaining softballs to the "Home Team." **16 & Over 12" optic colored** restricted flight .47 C.O.R.
- i) **Bases:** Safety bases will be used in all leagues. Base runners must use safety bases on all occasions to avoid collisions.

League	Pitching Distance	Base Distance
Fast pitch 16U & Over	43'	60'

GAME SCHEDULES: Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Athletic Supervisor due to facility availability or inclement weather.

GAME TIME:

- a) **Lineups:** A lineup must be presented to the scorekeeper at least (5) FIVE MINUTES before game time.
- b) **Minimum Players:** Teams failing to field (7) seven players at the scheduled starting time will forfeit. If a team has at least seven (7) players present at game time, the game must be started on schedule. Under no circumstances, shall a team forfeit a game for failing to finish the game with the same number of players they started with.
- c) **Automatic Outs:** Will not be charged for a team playing with less than a full line-up and **for an injured player.**
- d) **Adding Players:** Additional players may be added at the bottom of the line-up as they arrive.
- e) **Forfeited Games:** The time reserved for forfeited games belongs to those who showed. They may use the diamond for practice or for a "pick up" game. If requested, officials shall work such a game and shall call the game 10 minutes before the starting time of the following game.
- f) **Rain-out Games:** Rain-out games will be rescheduled as diamonds and schedules permit.
- g) **Regulation Games:** Games that are not considered regulation or regulation tie games shall be replayed from the beginning. Original lineup may be changed when the game is replayed.

GAME LENGTH:	Innings	Time Limit
	7	1 hour and 10 minutes

- a) **Time:** No new innings shall start after the designated inning and/or time is up.
- b) **Ties:** If the game is tied after the designated inning and/or time, the game shall continue until a winner is declared. The International Tie Breaker rule will apply.

COMPLETE GAMES: The legal number of complete innings to constitute an official game is:
4.5 innings if the "Home Team" is ahead or 5 innings if the "Visiting Team" is ahead.

RUN RULES:

a) **All Leagues:** Every half inning will consist of three (3) outs or six (6) runs, whichever occurs first. In the event the home team is behind by 7 or more runs in the last inning, the home team will have the option to call the game or bat until time limit expires.

b) 12 run rule after 3 innings (2.5 if home team is ahead). 8 run rule after 5 innings (4.5 if home team is ahead)

SUBSTITUTIONS:

a) **Free Player Substitution:** An unlimited number of substitutions may be made at any time during the game.

b) **Defense:** Any 9 players may play defense at one time. However, the same batting line-up must be maintained throughout the game.

c) **Pitcher Substitution:** A pitcher may be removed from the game and return as a pitcher, provided she occupies the same batting position in the line-up. Two (2) timeouts called in the same inning for conference with the pitcher shall constitute an automatic replacement of the pitcher. Excessive conferences with other players or coaches may be considered "stalling," which if continued excessively in the judgment of the umpire, could result in forfeiture of the game.

d) **Courtesy Runners:** No courtesy runners are allowed except for an injured player and for a catcher with 2 outs.

STEALING: Base runners may advance when the ball leaves the pitcher's hand.

THIRD STRIKE: (Dropped Third Strike Rule) The batter becomes the batter runner when the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied or any time there are two outs.

INFIELD FLY RULE: The infield fly rule (runners on 1st & 2nd bases or 1st, 2nd & 3rd bases with less than 2 outs)

PROTESTS: Protests must be submitted to Recreation office no later than 24 hours after alleged violation (except Friday games, which must be submitted Monday). Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The chief umpire and scorekeeper must be notified, at the time, the remainder of the game is being played under protest. Eligibility protests may be filed any time up to 24 hours after completion of the final league game. No protest will be allowed on judgment calls.

GRIEVANCES: All protests, grievances, rule interpretations and issues must be submitted in writing to the Athletic Supervisor (Judgment calls are not to be construed as a rule interpretation). Judgment calls during a game or any action of disciplinary nature taken by an umpire will be supported by the Athletic Supervisor.

CONDUCT: All players, coaches, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. (See attached code of ethics for coaches & code of conduct for parents / spectators)

Examples of unsportsmanlike conduct include, but not limited to:

- a) Use of profane language directed towards any staff member, official, player and/or spectator
- b) Arguing, bickering, heckling or excessive display of emotion towards an umpire or staff;
- c) Making unnecessary gestures toward game participants, umpires or spectators;

- d) Throwing equipment; resorting to unnecessary roughness on the playing field.
- e) Full-backing and crash plays, which also results in the runner's ejection from the game.

29. Salina Parks & Recreation Disciplinary Procedures: Coach, Player or Spectator

a) **Ejections:** Depending on the severity, staff or the umpire have the right to issue a warning or ejection.

1) Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (**sight and sound**) or the police will be called. Failure to comply will result in the game being declared a forfeit.

2) Once a youth player has been ejected from the game, she shall be restricted to the dugout with coach supervision or released to a parent/guardian.

b) **1st Ejection:** Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1st week of the following playing session/season.

c) **2nd Ejection:** Results in a two (2) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/or youth). In addition, the individual may not spectate at such facility/event during the suspension. The suspension can carry over into the first two weeks of the following playing session/season. The individual will be required to meet with SPRD disciplinary review committee prior to reinstatement.

d) **3rd Ejection:** Results in a one (1) year suspension from the date of the incident from playing or coaching any SPRD sponsored team, league, tournament and/or event (adult and/or youth). In addition, the individual may not spectate at such facility/event during the suspension. The individual will be required to meet a SPRD disciplinary review committee prior to reinstatement.

e) Depending on the severity of the offense(s), individuals may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.

BANNED SUBSTANCES: Smoking or the use of tobacco products are prohibited in the fields, dugouts, bleachers or immediate vicinity of the playing area. Consumption of alcohol at any recreational youth baseball or softball activity (game, practice or team function) is strictly prohibited.

LAW VIOLATIONS: Violations of any law (battery, assaulting an umpire or SP&R representative, possession of illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.

INCLEMENT WEATHER: Any games postponed or canceled due to inclement weather will be announced on the radio (KSAL and KINA), internet (www.ksallink.com) or the Rainout Line at 309-5767. Or sign up for RecZone at www.salina-ks.gov